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## CORE Scholar

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Computer Science & Engineering Syllabi

College of Engineering & Computer Science

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Spring 2012

### CS 399-01: iOS Programming

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# Learning Objectives

- \* Competency developing software for iOS devices including any of iPhone, iPod Touch, or iPad
- \* Understanding of the C and Objective-C programming languages
- \* Understanding of typical embedded software constraints including resource management
- \* Understanding of iOS development tools and software development life cycles

# Schedule and Contact

- \* Class 26-MAR-12 to 08-JUN-12
- \* 10:25 am - 12:05 pm MW Dunbar Library 058
- \* Office Hours: 12:05 pm - 1:05 pm MW Dunbar Library 058

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# Evaluation and Policy

- \* 50% Project Assignments (4)\*
- \* 30% Homework Assignments (10) (Start homework assignments with Internet search: most questions can be answered with one sentence and a URL)
- \* 20% Final examination
- \* A/90%, B/80%, C/70%, D/60%, F/50% (70% average on the programming projects to pass the class)
- \* All Assignments must be submitted via Pilot drop box.

\*Collaboration is acceptable, but each student must turn in a unique project.

# Course Outline

- \* Module 1: Native iOS Application Components
- \* Module 2: Cocoa Touch Application Architecture
- \* Module 3: ANSI C and Objective-C
- \* Module 4: Loose Coupling & Alternatives to Inheritance
- \* Module 5: Reference Counting Resource Management

# Course Outline (continued)

- \* Module 6: Objective-C Blocks
- \* Module 7: iOS User Interface Survey
- \* Module 8: Event Driven Programming
- \* Module 9: Custom Drawing & Animation
- \* Module 10: Multi-touch Input & Gestures